

Russia

The Great War in the East 1941-1945

Roger Keating & Ian Trout



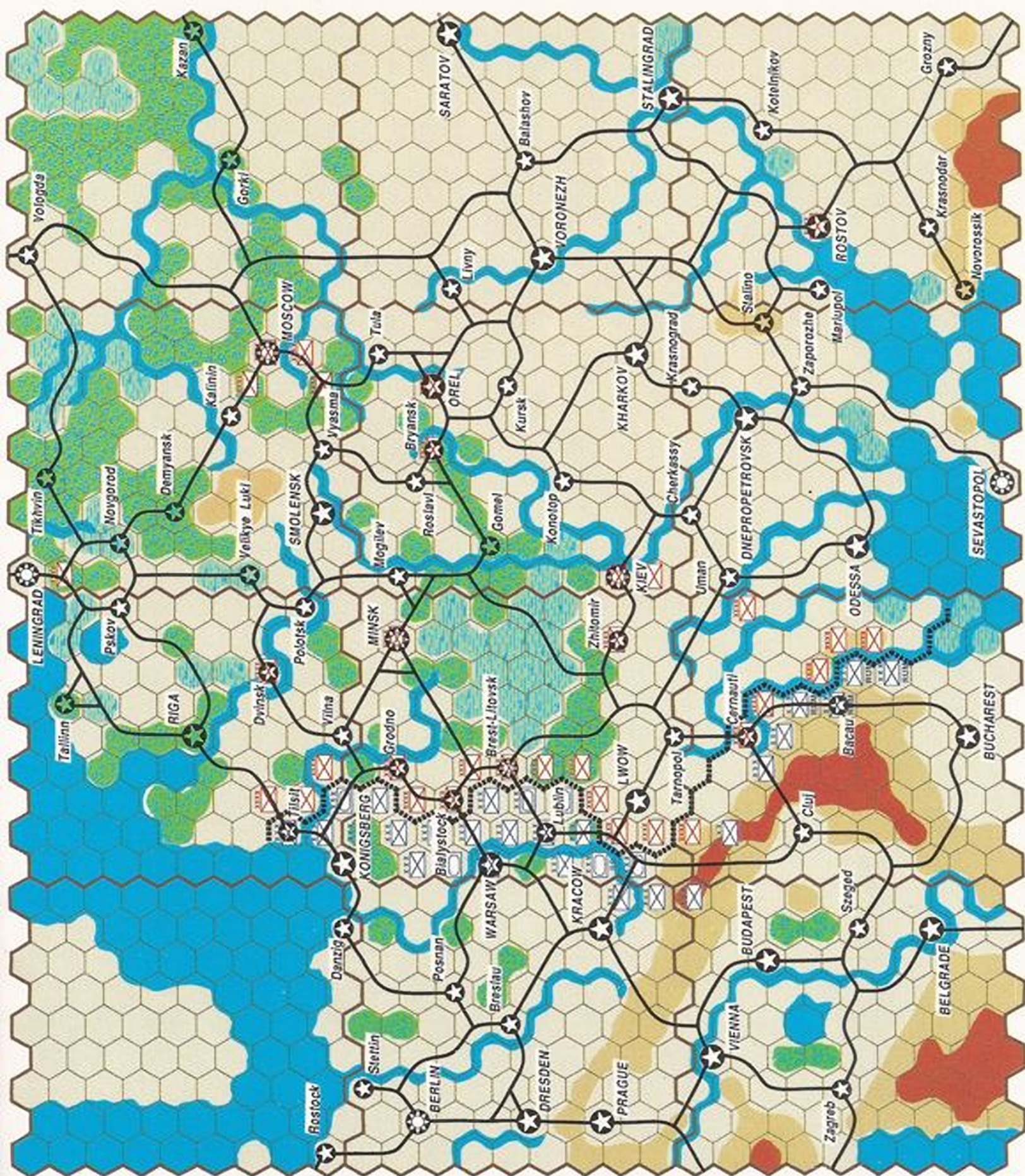
A Game for the Commodore 64

64 K DISK

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Mich Lovell

The situation on the eve of the opening of the war against Russia.
German units are blue. Russian units are red.







THE AUTHORS

Well, we got sick of looking at the same old boring photographs.
That's Roger on the left. Ian is on the right.
We hope you enjoy the game.

DESIGN CREDITS

Program Design — Roger Keating
Game Design — Ian Trout
Game Development — Roger Keating, Ian Trout and Gregor Whiley
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RUSSIA

On June 22nd, 1941, Adolf Hitler unleashed the full force of his battle-hardened Wehrmacht upon an ill-prepared Russia. In the next few months countless Soviet armies were destroyed as the Germans drove relentlessly into the Russian heartlands only to be stopped just kilometres short of Moscow by a combination of bad weather, bad judgement and bad luck. Four years of desperate battle were to follow.

Strategic Studies Group has faithfully recreated this epic struggle, reducing its enormous complexity to an easily managed structure of order menus.

You take supreme command of either the Axis or Russian forces or you can choose a subordinate role in either army with computer and/or flesh-and-blood opponents to take the remaining places.

It will be your decisions that shape history. Can you succeed where Germany failed? Can you save Russia from the Axis horde?

For the keen historical gamer as well as the novice, Russia will provide a lifetime of satisfying entertainment.



Made in Australia